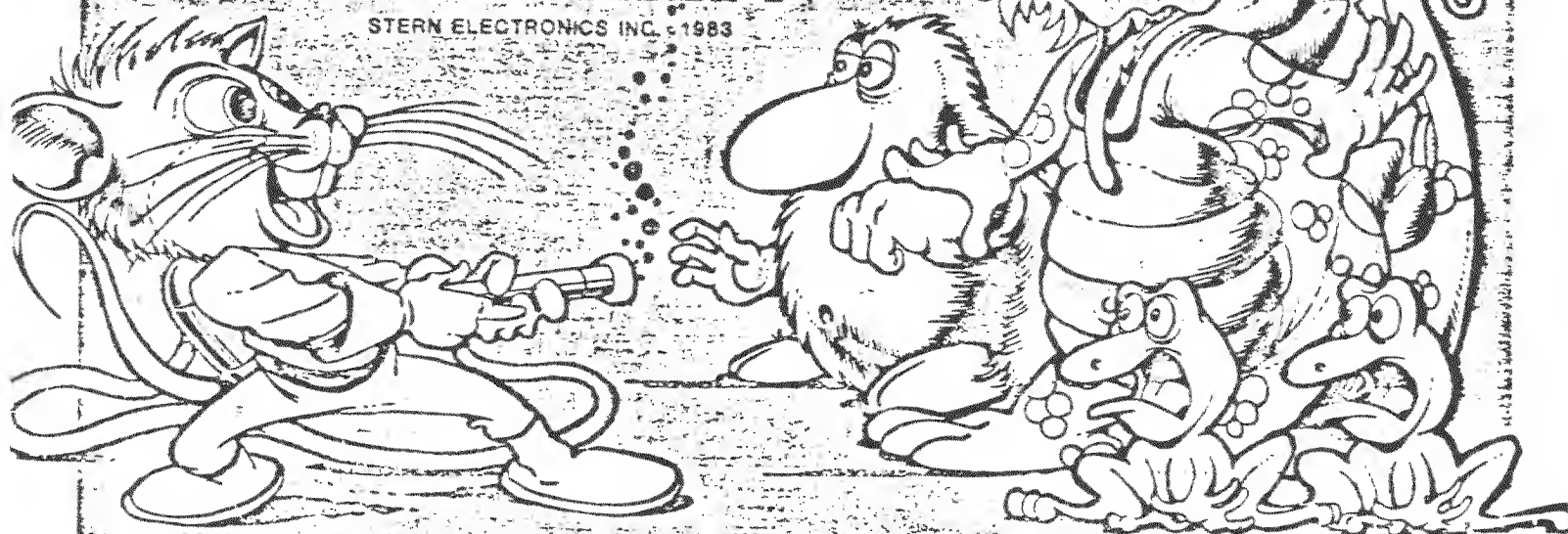


STERN

POP FLAMER

STERN ELECTRONICS INC. © 1983



KIT

STERN®

ELECTRONICS, INC.

700 Chase Avenue
Elk Grove Village, IL 60007
312/981-9600

TOLL FREE SERVICE (800) 621-6424 ILL. ONLY (800) 572-1948

CONVERSION KIT

The boards you have received are mounted on a board and covered with a metal cage. This is NOT A SHIPPING CONTAINER. This new mounting system is required by the F.C.C. to meet their new standards for R.F. radiation. It MUST be left intact when installed in your machine to meet these regulations.

Your conversion kit includes:

- 1 - Set logic boards mounted on substrate and ground plane in R.F. Shield
- 1 - Cable harness
- 1 - Marque glass
- 1 - Monitor glass
- 1 - Control panel
- 1 - Schematic envelope
- 4 - Mounting screws

SPECIAL NOTE

POP FLAMER CONVERSION

EARLY PRODUCTION RUNS OF STERN VIDEO GAMES, THE END AND THE EARLY SCRAMBLES, HAVE POWER SUPPLIES THAT MAY NOT BE COMPATIBLE WITH THE POP FLAMER CONVERSION

THE END AND THE EARLY SCRAMBLES USED THE PS1100 POWER SUPPLY. THESE POWER SUPPLIES HAVE A LOWER CURRENT RATING THAN LOST TOMB REQUIRES AND MAY NOT PRODUCE ENOUGH CURRENT.

IF THE OLDER GAMES BEING CONVERTED HAVE EITHER OF THESE TWO POWER SUPPLIES, YOU CAN PURCHASE THE PS1200 POWER SUPPLY INEXPENSIVELY FROM YOUR DISTRIBUTOR. NO RETURN OF THE OLD POWER SUPPLY IS NECESSARY.

Instructions:

- Step 1: Remove the marque glass, monitor glass, and control panel. Replace monitor glass only at this time.
- Step 2: Loosen cable harness by taking it out of the cable clamps but do not remove. Remove old logic boards from machine. Using the mounting templet supplied with the kit, and following the measurements on the templet, drill four holes on the outside of the left side of the cabinet (looking from the back). Using the 4 carriage bolts, mount the new boards to the side of the cabinet. Insert carriage bolts from the outside. If nuts do not tighten properly add a washer between the nut and the wooden substrate of the boards. The bottom edge of the wooden board (edge connector down) should be even with the bottom of the back door. Check to make sure this provides enough clearance between the top of the boards and the anode of the C.R.T.

Step 3: To install the new cable you should use a step-by-step process, starting with the ON/OFF switch on the top of the cabinet. Gradually remove the old cable while replacing it with the new cable, matching connectors as you go. The new cable will fit exactly as the old one did.

NOTE: The orange dot on logic board edge connector must face up and to the left.

Step 4: For proper coin meter operation, connect the Orange/Green wire to the non-banded side of the diode, and the Yellow/Blue (or Yellow/Red) wire to the banded side of the diode.

Step 5: Before connecting the (3) pin connector to the line cord, check to be sure that the green (ground) wires are in the same position in both connectors. This wire was not in the same position in all games and may have to be moved in your game before Power Up. Should you need to make any changes to the connector before installations, the male pins in the main cable harness are the easiest to move.

Step 6: Install Marque glass and Control panel.

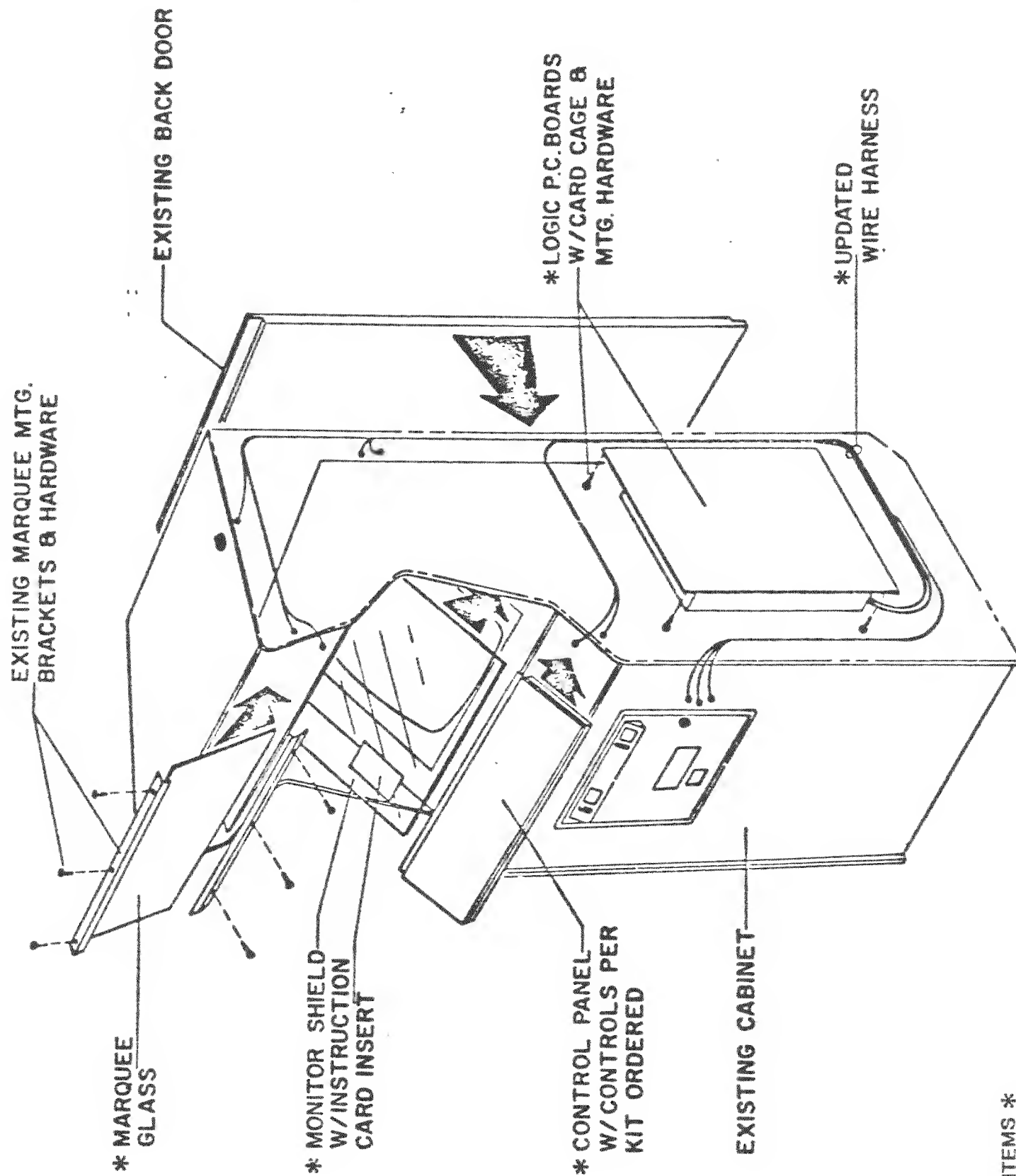
NOTE: Because of the filter board in the logic cage, the switch grounds on both the Coin Door and the Control Panel are now at -5 V.D.C. This is already done in the new harness, but not reflected on the schematics. The -5 V.D.C. for the Coin Door comes from the Power Supply. The -5 V.D.C. for the Control Panel comes from position A 1 on the Logic Board Connector.

This kit will convert the following games:

THE END	JUNGLER
SCRAMBLE	TURTLES
SUPER COBRA	AMIDAR
ARMORED CAR	MOON WAR
STRATEGY "X"	

NOTE: The monitor in Strategy "X" is mounted horizontally, it must be mounted vertically for proper game operation.

JSK 01 <
BLK - RT
BRWN - -SVOL
WHT - UP
BLU - DWN
GRN - LFT
GRY - SHOOT



SECTION I: GAME DESCRIPTION

The object of the game is to control the Pop Flamer to pop all of the balloons on the screen.

Use the joystick to work the Pop Flamer through the maze, popping the balloons and avoiding the various nasties on the screen.

To destroy the nasties on the screen, use the Flame Button. This activates the Pop Flamers flame thrower which burns up the nasties. The flamer is also used to destroy the blocking frogs that are placed at various points on the screen by the nasties.

Point the Pop Flamer in the direction you wish to flame and push the Flame Button.

Fuel for the flamer is limited, and is replenished gradually by popping the balloons.

Located at the very top and bottom of the screen is the Power Drink bottle. When the Pop Flamer completely drinks the Power Drink, he turns into an invincible Super Mouse for a short period of time. While a Super Mouse, all nasties in the area automatically run to the Pop Flamer for extra points. The speed of the Pop Flamer is also increased during the Super Mouse Mode.

Be careful of the special nasties called Haradon. The Haradon shoots a special shock wave that will paralyze the Pop Flamer for a while, making him vulnerable to attack.

All nasties score 200 points.

The Power Drink is worth 500 points plus a mystery bonus.

Balloons are worth 300 points when normal size. Smiling balloons are worth 1,000 points plus a mystery bonus.

SECTION II DIP SWITCH SETTING

		1	2	3	4	5	6	7	8
NUMBER OF MR. MOUSE:	2	ON	ON						
	3	OFF	ON						
	4	ON	OFF						
	5	OFF	OFF						
EXTRA MOUSE	10,000 Pts.			ON	ON				
	30,000 Pts.			OFF	ON				
	50,000 Pts.			ON	OFF				
	70,000 Pts.			OFF	OFF				
CREDIT	2 COIN 1 PLAY					ON	ON		
	1 COIN 1 PLAY					OFF	ON		
	1 COIN 2 PLAY					ON	OFF		
	1 COIN 3 PLAY					OFF	OFF		
SKILL	EASIER							ON	
	HARDER							OFF	
GAME STYLE	TABLE								OFF
	UPRIGHT								ON

